

NICK JR. BLUE'S ROOM Talking Game



Handy Dandy Instruction Booklet FOR 2 TO 4 PLAYERS/AGES 3+

Object

Find the Journal tokens that match your 3 Picture cards.
Then find the special Key token to win the game!

Contents

- Gameboard • Blue figure and "pillow" • Spinner board with plastic arrow and base • 24 Journal tokens
- 23 Picture Cards

The First Time You Play

Remove the game parts from their wrappings and parts sheets. Discard all waste.

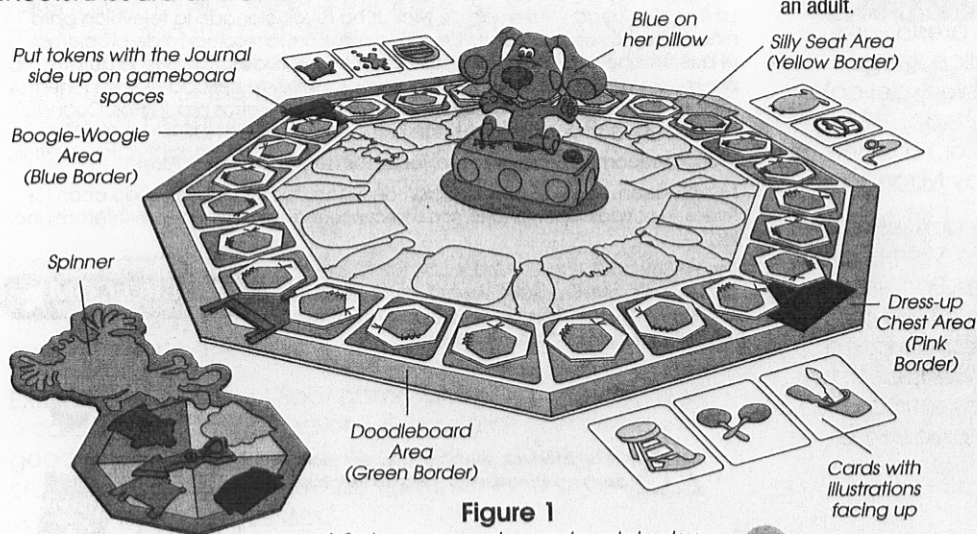


Figure 1

A 3-player game set up and ready to play

Remove and discard the blank card from the deck; or save it in case you ever need to replace a lost or damaged card.

Assemble the spinner:
Snap the plastic arrow and base together through the hole in the spinner board. See Figure 2.

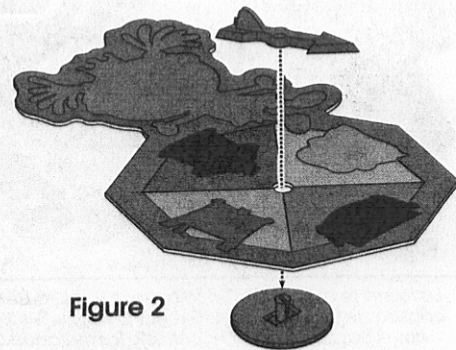


Figure 2

Insert the batteries:

Loosen the screw on the battery compartment, located on the bottom of Blue's pillow, and remove the door. Insert 3 AAA size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

⚠ CAUTION:

- 1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect. In Canada, have the doctor call your provincial poison control center.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable(nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

Let's Get Ready!

Figure 1, on the cover, shows a 3-player game set up and ready to play. Take a look at it as you set up your own game.

The Gameboard: Open up the gameboard and place it on a flat surface. See all of the neat stuff in Blue's room? Each object that you see also appears on a token and a card.



The tokens: Turn all of the tokens Journal-side up and mix them around, then place one token on each gameboard space.



The cards: Shuffle the cards, then deal 3 of them object-side up to each player. Place the extras out of play.

Take a look at your 3 cards:

During the game, you'll be trying to find the token that matches the object on each card.

The Spinner: Place the spinner near the gameboard, where all players can reach it.

Blue and her pillow: Slide the ON/OFF switch (on the bottom of Blue's pillow) to the ON position. Rest Blue on her pillow as shown in Figure 3, and place them in the center of the gameboard. Now you're ready to play!

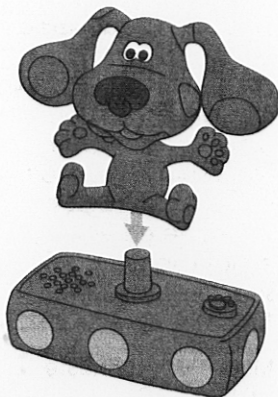


Figure 3

About the Games

The *Blue's Room Talking Game* is designed to help your child develop color and object matching skills in a fun and interesting way. "I Spot" is the main game, but wouldn't it be nice to customize the play to fit your child's age and abilities? Before playing your first game, see *Other Ways to Play* on page 3. This section features simple Beginner Games and activities, plus more advanced Challenge Games. With these options, you can choose the game that your child will most enjoy. You can also vary the play to grow with your child, or just to keep the experience fresh and fun!

Let's Play "I Spot"!

To start the game, press down on Blue's head. She'll say, "Hi, you!" and introduce the game, then tell you to press her head when you're ready to play.

The player wearing the most blue goes first. (That's Blue's favorite color, you know!) If no one's wearing blue, the youngest player goes first. Play continues to the left.

On Your Turn

On each of your turns, follow the 3 steps below.

- 1. Spin the spinner.** The arrow will point to an area of Blue's room: Doodleboard, Boogie-Woogie, Silly Seat or Dress Up Chest (see Figure 1 for gameboard areas). If the spinner arrow points to a line, spin again.
- 2. Press Blue's head.** She'll either call out a color (blue, green or magenta), or say "Wild" (any color). Choose a gameboard space of the called-out color in the area that you spun. (See Figure 4 for an example.) If Blue said "Wild," choose *any* space on the gameboard. Turn the token on that space object-side up, if it isn't already that way. *Note:* Later in the game, there may be no tokens on the called-out color spaces in the area that you spun. If this happens, sorry! You must end your turn without looking at a token.
- 3. See if you made a match.** Look at the object on the token. Does it match the object on one of your cards?
 - **A match!** If you made a match, hooray for you! Place the token on its matching card. Now it's the next player's turn.
 - **No match!** If you didn't make a match, better luck next time! Leave the token object-side up on the space. Now it's the next player's turn.

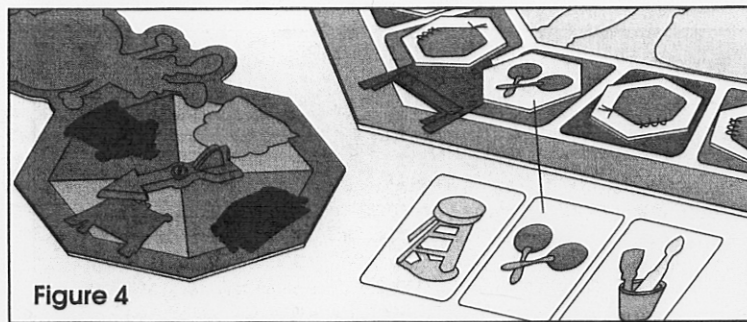


Figure 4

You spin the Doodleboard area, then press Blue's head. She says "Green!" Look at the token on either one of the two green spaces. You found the maracas! Place the token on your card.

Collecting the Key Token to Win



This special token shows the key to Blue's music box. It's the only token without a matching card; that's because you collect it *after* you've found the 3 tokens that match your cards. And the lucky player who collects it wins the game!

If you find the Key token before you've made all of your matches, just leave it object-side up on its space. After making all of your matches, keep playing. If, on your turn, the Key token is on the called-out color of the area you spun (or Blue says, "Wild!"), you get to collect it—and you win the game! Press the Paw Print button on Blue's pillow, and she'll say, "You're the winner!"

Other Ways to Play

To make the game easier or more challenging for your child, try these game variations—or combine them to make your own game!

Beginner Activities and Games

- **Just Blue and you!** In this simple color-matching game, the spinner isn't used, so the gameboard areas don't come into play. On your turn, just press Blue's head to hear her call out a color; then look at the token on any gameboard space of that color! (As in the I Spot game, "Wild!" means any color space.) All other rules are the same as in the I Spot game.
- **Object-matching activity.** This introductory activity uses only the tokens and the gameboard. Turn all of the tokens Journal-side up and mix them up. On your turn take any token, find the matching object on the gameboard, and place the token object-side up on the object. Keep going until all of the tokens have been matched. Now the players will be familiar with the objects in Blue's room before playing an actual game.

Challenge Games

- **Memory game.** Play I Spot, with this twist: replace any non-matching tokens Journal-side up on their spaces. In this game, players must remember where their tokens (and the Key token) are.
- **Extra cards.** Play the I Spot game, giving each player 4 or 5 cards to match, instead of 3. Extra cards can also be a good equalizer in games with players of differing ages: older players may have more cards to match, while younger players have less.

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd. Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD; or telephone our Helpline on 00800 22427276.

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Not suitable for children under 3 years because of small parts - choking hazard.

